Question 1 – Agile Manifesto

Answer- Agile Manifesto is discovering new ways to better deliver our products.

It has four main values-

1. Individual and interaction /Over Process and tools
2. Working Products/ Over comprehensive documents
3. Customer collaboration / Over Contract negotiation
4. Responding to feedback / Over Following a plan.

Agile has 12 Principles:

1. Our highest priority is to satisfy the customer through early and continuous delivery.
2. Welcome changing requirement, even late in development.
3. Deliver working product frequently.
4. Business people and Cross-Discipline teams must work together daily.
5. Build project around motivated individual and trust them to get the job done.
6. The most effective and efficient way to conveying information is face to face conversation.
7. Working product is primary way to progress.
8. Maintain a sustainable pace indefinitely.
9. Give continuous attention to technical excellence.
10. Simplicity the art of maximizing the amount of work done is essential
11. Teams Self organize
12. Teams regularly reflect and adjust to become more effective.

Question 2 – User Story – Acceptance Criteria – BV – CP

Answer –

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| User Story :1 | Task:2 | Priority : Highest |
| AS A Delivery  I want to register in scrum food so that I can deliver order |  | |
| BV:500 | CP:02 | |
| Acceptance criteria  Registration screen Text boxes for user name , Password , Nation ID Mobile No , Email, Address, Phone Number Click on Register Button Send Successful Notification to the user |  | |

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| User Story :2 | Task:2 | Priority : Highest |
| AS A RESTAURANT OWNER I WANT TO VIEW ORDER SO THAT I CAN VIEW THE LIST OF ORDERS |  | |
| BV:500 | CP:02 | |
| ACCEPTANCE CRITERIA  View Order , Display List of order in the tabular Form |  | |

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| User Story :3 | Task: | Priority : Highest |
| AS A CUSTOIMER  I WANT TO ADD THE ADDRESS SO THAT I CAN GET THE ORDER TO THE ADDRESS |  | |
| BV:500 | CP:02 | |
| ACCEPTANCE CRITERIA  Text Box to enter . Business Rules : Within the radius of 5 KM |  | |

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| User Story :4 | Task:02 | Priority : Highest |
| As a customer I want to select the payment mode So that can make payment of my choice |  | |
| BV:500 | CP:03 | |
| ACCEPTANCE CRITERIA  Display payment modes , radio buttons to select payment modes , payment button .  Business Rule . Can Select only one payment mode |  | |

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| User Story :5 | Task:1 | Priority : Highest |
| As an admin  I want to view the restaurants  So that I can approve their registration |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Register in the platform with the details |  | |

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| User Story :6 | Task:1 | Priority : low |
| AS A CUSTOIMER  I WANT VIEW THE PRICE SO THAT I CAN ORDER THE FOOD |  | |
| BV:50 | CP:01 | |
| ACCEPTANCE CRITERIA  Display price in the list of menu items. |  | |

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| User Story :7 | Task:2 | Priority : low |
| AS A CUSTOIMER  I WANT THE CONTACT NUMBER OF DELIVERY BOY SO THAT I CAN CONTACT DELIVERY BOY FOR THE STATUS |  | |
| BV:50 | CP:01 | |
| ACCEPTANCE CRITERIA   1. Display delivery boy mobile number 2. Display delivery boy name in tracking field 3. Display delivery boy picture |  | |

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| User Story :8 | Task:2 | Priority : Medium |
| As a restaurant owner I want to provide time slot so that customer able to see opening and closing hrs |  | |
| BV:100 | CP:02 | |
| ACCEPTANCE CRITERIA  Click on restaurant dashboard  Add from time to time  Click on submit  Display updates successfully |  | |

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| User Story :9 | Task:2 | Priority : high |
| As a business owner I WANT TO VIEW RESTAURANT REVENUE REPORT SO THAT I CAN VIEW THE RESTAURANT REVENUE |  | |
| BV:200 | CP:3 | |
| ACCEPTANCE CRITERIA  Select reports  Select Revenue reports  Select to and from dates  Select Region (Can select all)  Generate report  Download report in excel. |  | |

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| User Story :10 | Task:3 | Priority : High |
| As a reg admin I want to manage regional restaurant so that I can tract the performance of the regional restaurant |  | |
| BV:200 | CP:03 | |
| ACCEPTANCE CRITERIA  Click on performance of restaurants select on generate reports which include restaurant id , name revenue click on download reports should be in excel |  | |

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| User Story :11 | Task:2 | Priority : Medium |
| As an admin I want to see the regional revenue reports , so that I can view the performance |  | |
| BV:100 | CP:03 | |
| ACCEPTANCE CRITERIA  Select regional drop down view performance of each rest of that region in tabular form which includes rest name , revenue , generated download in excel or PD |  | |

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| User Story :12 | Task:2 | Priority : high |
| AS A CUSTOMER I WANT TO CHAT WITH REG ADMIN SO THAT I CAN REQUEST FOR REFUND |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  1)Br-all mandatory  2) Text box fields  3) display order id  4) text box , for description  5)submit button  6) generate issue id  7)display successful |  | |

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| User Story : 13 | Task:2 | Priority : High |
| AS A HUNGRY USER  I WANT TO BROWSE NEAR BY RESTAURANT SO THAT I CAN ORDER FOOD |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Each restaurant entry display its name , cuisine type and rating  This list can be shorted by distance or rating |  | |

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| User Story :14 | Task:2 | Priority : High |
| AS A CUSTOMER I WANT TO BROWSE DIFFERENT RESTAURANTS AND MENU SO THAT I CAN FIND A PLACE TO ORDER FOOD |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  The menu include dishes price and discriptions  Show the restaurant is open or closed |  | |

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| User Story :15 | Task:1 | Priority : High |
| AS A CUSTOMER I WANT TO BROWSE FOR SPECIFIC DISHES AND CUSINES SO THAT I CAN FIND PLACE TO ORDER FOOD |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  App Display relevant restaurant and dishes matching query |  | |

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| User Story :16 | Task:1 | Priority : high |
| AS A CUSTOMER I WANT TO FILTER RESTAURANT SO THAT I CAN FIND PLACE TO ORDER FOOD |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Filter restaurant by cuisine type and dietry options(vegan, veg, nonveg, egg) |  | |

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| User Story :17 | Task:2 | Priority : High |
| AS A CUSTOMER I WANT TO TRACK MY ORDER SO THAT I KNOW THE TIME OF DELIVERY |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  App shows real time update on the order status  Display estimated delivery time. |  | |

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| User Story :18 | Task:2 | Priority : Medium |
| AS A CUSTOMER I WANT TO RATE AND REVIEW RESTAURANT SO THAT I CAN RATE AND REVIEW THE RESTAURANT I VISITED |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Can see reviews from other user to help me make dining decision |  | |

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| User Story :19 | Task:2 | Priority : Medium |
| AS A USER I WANT TO SAVE FAVOURITE RESTAURANT AND DISHES SO THAT I CAN ORDER FROM MY FAVOURITES |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Access my favorites easily for future orders |  | |

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| User Story :20 | Task:3 | Priority : high |
| AS A USER I WANT TO REVIEW PAST ORDER SO THAT I CAN ORDER AGAIN |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Can See the details such as the order items , cost and order date |  | |

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| User Story :21 | Task:2 | Priority : Medium |
| AS A USER I WANT TO WANT TO RECEIVE NOTIFICATION SO THAT I CAN RECEIVE UPDATES |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Notification for order confirmation  Notification for dispatch  Notification for delivery |  | |

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| User Story :22 | Task:2 | Priority : High |
| AS A CUSTOMER I WANT TO CONTACT CUSTOMER CARE SO THAT I CAN CONTACT AND SOLVE QUEROES OR ISSUES |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Customer Support Section with Contact information |  | |

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| User Story :23 | Task:2 | Priority : high |
| AS A RESTAURANT OWNER I WANT TO RECEIVE AND MANAGE ORDERS SO THAT I CAN UPDATE ORDER STATUS |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Manage order status  Notify restaurant about incoming orders |  | |

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| User Story :24 | Task:1 | Priority : Medium |
| AS A RESTAURANT OWNER I WANT ACCESS TO CUSTOMER REVIEWS SO THAT I CAN VIEW AND RESPONT TO CUSTOMER REVIEWS |  | |
| BV:100 | CP:04 | |
| ACCEPTANCE CRITERIA  Owner can address feedback  Owner can improve their service |  | |

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| User Story :25 | Task:1 | Priority : Medium |
| AS A CUSTOMER I WANT TO ADD PROMOCODES AND OFFERS SO THAT I CAN ORDER AT LOWER PRICES |  | |
| BV:100 | CP:04 | |
| ACCEPTANCE CRITERIA  Active promo codes |  | |

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| User Story :26 | Task:5 | Priority : high |
| AS A DELIVERY BOY I WANT TO VIEW THE ORDERS SO THAT I CAN ACCEPT THE ORDER |  | |
| BV:200 | CP:04 | |
| ACCEPTANCE CRITERIA  Order visibility  Real time updates  Order details  Order filtering and shorting  Order map view  Order navigation  Order completion and confirmation |  | |

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| User Story :28 | Task:5 | Priority : High |
| AS A DELIVVERY BOY I WANT TO LOGIN SO THAT I CAN ACCEPT THE ORDER |  | |
| BV:200 | CP:04 | |
| ACCEPTANCE CRITERIA  User Authentication  Error Handling  Password security  Multi factor Authentication  Compatibility and usability |  | |

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| User Story :29 | Task:5 | Priority : high |
| AS A DELIVERY BOY I WANT TO OVERVIEW FEEDBACK SO THAT I CAN KNOW THE CUSTOMER FEEDBACK |  | |
| BV:200 | CP:04 | |
| ACCEPTANCE CRITERIA  Access to feedback system  Feedback visibility  Feedback sorting and filtering  Response mechanism  User support |  | |

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| User Story :30 | Task:5 | Priority : High |
| AS A ADMIN I WANT TO VIEW FEEDBACK SO THAT I CAN KNOW THE CUSTOMER FEEDBACK |  | |
| BV:200 | CP:04 | |
| ACCEPTANCE CRITERIA  Access to feedback system  Feedback visibility  Feedback sorting and filtering  Response mechanism  User support |  | |

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| User Story :31 | Task:3 | Priority : High |
| AS A RESTAURANT OWNER I WANT TO VIEW FEEDBACK SO THAT I CAN KNOW THE CUSTOMERS FEEDBACK |  | |
| BV:100 | CP:03 | |
| ACCEPTANCE CRITERIA  Access to feedback system  Feedback visibility  Feedback sorting and filtering  Response mechanism  User support |  | |

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| User Story : 32 | Task:3 | Priority : High |
| AS A ADMIN I WANT TO KNOW THE ISSUES SO THAT I CAN SOLVE THEM |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Display Issue section  Sorting and filtering of issue list  Editing and modifying the issues |  | |

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| User Story :33 | Task:6 | Priority : High |
| AS A REGIONAL ADMIN I WANT TO KNOW THE ISSUES SO THAT I CAN RESOLVE THEM |  | |
| BV:200 | CP:04 | |
| ACCEPTANCE CRITERIA  Display Issue section  Sorting and filtering of issue list  Editing and modifying the issues |  | |

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| User Story :34 | Task:2 | Priority : High |
| AS A RESTAURANT OWNER I WANT TO VIEW REVENUE GENERATED SO THAT I CAN VIEW RESTAURANT REVENUE |  | |
| BV:200 | CP:04 | |
| ACCEPTANCE CRITERIA  Select reports  Select revenue reports  Select to and from dates  Select region (can select all)  Generate report  Download report in Excel |  | |

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| User Story : 35 | Task:2 | Priority : Low |
| AS A RESTAURANT OWNER I WANT TO KNOW DELIVERY BOY SO THAT I VERIFY THE DELIVERY BOY |  | |
| BV:50 | CP:01 | |
| ACCEPTANCE CRITERIA  ID Proof  Punctuality and reliability |  | |

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| User Story :36 | Task:2 | Priority : Medium |
| AS A CUSTOMER I WANT TO VIEW THE CONTACT NUMBER OF DELIVERY BOY SO THAT I CAN CONTACT DELIVERY BOY FOR THE STATUS |  | |
| BV:100 | CP:02 | |
| ACCEPTANCE CRITERIA  Display Delivery boy Mobile Number  Display delivery boy name in tracking field  Display delivery boy picture |  | |

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| User Story :37 | Task:3 | Priority : Medium |
| AS A RESTAURANT OWNER I WANT TO PROVIDE TIME SLOTS SO THAT CUSTOMER CAN CHECK OPENING AND CLOSING HOURS |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Click on restaurant dashboard  Add from time to time  Click on submit  Display updates successfully |  | |

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| User Story :38 | Task:2 | Priority : Medium |
| AS A USER I WANT TO RECEIVE NOTIFICATION SO THAT I CAN RECEIVE UPDATES |  | |
| BV:200 | CP:02 | |
| ACCEPTANCE CRITERIA  Notification for order confirmation  Notification for dispatch  Notification for delivery |  | |

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| User Story :39 | Task:2 | Priority : Medium |
| AS A CUSTOMER I WANT TO CONTACT CUSTOMER SUPPORT SO THAT I CAN SUBMIT QUERIES OR ISSUES |  | |
| BV:200 | CP:03 | |
| ACCEPTANCE CRITERIA  CUSTOMER SUPPORT SECTION WITH CONTACT INFORMATION |  | |

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| User Story :40 | Task:2 | Priority : Medium |
| AS A CUSTOMER I WANT TO VIEW THE ORDER SO THAT I CAN CANCEL IT |  | |
| BV:200 | CP:03 | |
| ACCEPTANCE CRITERIA  Order status  Method of cancellation  Refund Policy Time Frame |  | |

Question 3 – What is Epic? Write 2 Epics.

Answer – Epic is a large user story or a collection of related user stories that represent a significant features or functionality.

Epics are high level often spanning multiple prints or iteration, and they provide a way to organize and prioritize work in a product backlog.

2 Epics

1. Rating and reviews: As a user, I want to view rating and review for restaurant on scrum foods, so that I can make informed decision about where to order food from.

As a user, I want to provide rating and reviews for restaurant on scrum foods , so that I can share my experience with other user and contribute to the community.

Acceptance criteria -

* User can view average rating and review for each restaurant in the restaurant details page.
* User can read detailed reviews and comments left by the other customers
* User can sort and filter review and comment left by other customer
* User can rate the restaurant and leave a review after placing the order.
* User can rate the restaurant and leave a review after placing the order.
* User can edit or delete ttheir own review with in a specified time
* Reviews are displayed in way that provides helpful insight to other user
* The rating and review system maintains the integrity and authenticity of user feed back

1. Epic – Real time order tracking for food Delivery app.

Description – the real time order tracking epic aims to provide user with a seamless and transparent experience by allowing them to track the status and location of their food orders in real time . This Feature enhance customer satisfaction , reduces support queries and improves overall user engagement.

User Story –

As a customer , I want to see live status of my order.

* Display the current status of the order , such as “order confirmed,” “Prepairing “”Out for delivery” and “Delivered”.
* Provide real time update as the order progresses through various stages . As a customer , I want to track the location of my delivery.
* Integrate GPS or location services to shaw the delkivery partners real time location on a map.
* Allow customer to view the estimate time of arrival based on the delivery partners location.
* As a customer I want to receive notification for order updates.
* Send pus notification or sms updates to inform customers about order confirmation, preparation and delivery status changes.
* Provide delivery partners details , including name , Contact information , and a profile picture.
* Enable in-app Chat or functionality to allow customer to communicate with the assigned delivery partner .
* Ensure privacy by using masked phone number or secure messaging channels.
* Display delivery routes in the map, showing the path the partner will take to reach the destination.
* Allow customer to track the progress of the delivery in real-time along the route.
* Allow customer to rate the delivery partner and overall delivery experience after the order is delivered.
* Implement a feedback system with written comments to gather valuable insights
* Account for real-time traffic condition and other factors that may affect the delivery time .
* Update the estimated delivery time according and inform the customer promptly.
* Ensure the real- time order trancking feature is available and consistent on all supported platforms
* Provide analytics and reporting on order tracking metrics, such as average delivery time and customer satisfaction ratings.
* Use data to identify areas for improvement and optimize the delivery process.

Acceptance Criteria:

Real-time Order Updates-

* The app should provide real-time updates on the status of the user’s order , such as “order received,” “prepairing,” “out for delivery,” and “Delivered.”

Order location tracking –

* The app should display the live location of the delivery driver while route to user address.
* The map should update at regular intervals to reflect the drivers movement accurately.

Estimated Delivery time:

* The app should provide an accurate estimated time of delivery (ETA) based on the driver’s current location , distance to the delivery address, and traffic conditions.

Delivery Notification –

* User should receive push notification or in-app alerts for significant orders updates , such as when the order is dispatched for delivery or when it is near the delivery address.

Map Zoom and Interaction:

* User should be able to zoom in and out on the map to view the delivery driver’s route more closely.
* The map should support standard interactions, such as panning and rotating to improve the user experience.

Delivery Status History-

* User should have access to the delivery status history, allowing them to see the timeline of their order from placement to delivery completion.

Accuracy and Reliability-

* The real- time tracking information should be accurate and reliable , providing user with the most up-to-date data available.
* The system should handle location update efficiently , minimizing delays or inaccurities.

Privacy and Security

* The real-time tracking feature should adhere to data privacy regulations and ensure that user location data is handled securely and used only for order tracking purposes.

Compatibility

* The real time order tracking should work smoothly across various platforms , including iOS and Android devices , as well as web browsers.

Opt-out option:

* User should have the option to disable real-time order tracking if they prefer not to share their location information.

User Education

* Provide clear instruction or tooltips to educate user on how to use the real time order tracking feature effectively.

Support for the Multiple Orders-

* if a user places multiple orders, the app should allow them to track each order individually with its own status and location updates. By meeting these acceptance criteria, the food delivery app can successfully implement real-time order tracking, providing users with a transparent and convenient way to monitor their orders from the moment they are placed until they are delivered to their doorstep.

Question 4 – What is Difference Between BV and CP

Answer – Difference between BV and CP

**Business Value –**

* Business value refer to the perceived or quantified worth or benefit that a specific task , feature, or requirement brings to the business or project.
* It is Typically determined based on factors such as revenue generation , cost saving , customer satisfaction , Market competitiveness , strategic alignment and other business-related criteria.
* Business alignment helps prioritize task or feature based on their importance to overall project goals and objectives.
* Examples of business value consideration – increased revenue , improved user experience, compliance with industry regulation , competitive advantage.

Techniques used – MOSCOW, Currency notes technique

MOSCOW-The MOSCOW technique is a prioritization and requirement management technique used in project management and software development . It helps stakeholders and project teams prioritize and categorize requirement or task based on their importance and urgency . The acronym “MOSCOW” stands for the four catagories into which requirements or task are typically Classified:

* Must have - This are critical requirement or task that are essential for project success. With out these the project would likely fail to meet its objectives
* Should have – These are important requirement or tasks that are not absolutely critical but significantly contribute to the projects value .This are high priority item that should be included if possible
* Could have – These are desirable requirements or task that would enhance the project but are not essential . They are often considered nice to have features that can be allotted if time and resources allow.
* Won’t have- These are requirements or task that are deliberately deprioritized and will not be included in the current phase of project they may be considered for future iteration or versions.

Complexity points-

Complexity points , also known as story points or function points , are a measure of relative complexity or efforts required to complete a task , feature or requirement

They are used to estimate the effort , time and resources needed to implement a specific item.

Complexity Points are often assigned based on factors such as technical difficulty, development effort, integration challenges, and other technical or development-related criteria.

Complexity Points help in assessing the workload and resource allocation needed for different tasks or features.

Examples of Complexity Points considerations: Integration with legacy systems, technical dependencies, data migration, algorithmic complexity.

Techniques used: Planning poker Planning poker: Planning Poker is a consensus-based technique commonly used in Agile and Scrum methodologies for estimating the effort or complexity of user stories or tasks.

It helps teams collaborate and arrive at a shared understanding of the work involved in a particular item. The term "CP" in your question likely stands for "Complexity Points," which are used in Planning Poker to represent the relative effort or complexity of atask.

Here's how the Planning Poker technique works

Preparation: The team gathers to estimate the effort or complexity of user stories or tasks that need to be completed in a sprint or iteration.

Estimation Cards: Estimation cards are used, each containing a number representing a predefined range of Complexity Points (e.g., 0, 1, 2, 3, 5, 8, 13, 20, 40, 100).The cards are often designed such that the numbers increase non-linearly, reflecting that as tasks become more complex, the uncertainty in estimates also increases.

Facilitator: A facilitator (often the Scrum Master or Agile Coach) leads the session and explains the process to the team. Estimation Process: For each user story or task, the team discusses the requirements, assumptions, and any relevant information

Each team member selects an estimation card representing their individual view of the Complexity Points required to complete the task. The card is kept face down.

Reveal and Discussion: After everyone has selected a card, all team members reveal their chosen cards simultaneously. If there's a wide variation in estimates, team members have a discussion to share their reasoning and insights. This helps clarify assumptions and leads to a shared understanding.

Re-Estimation and Consensus: After the discussion, team members may revise their estimates by selecting a different card based on the insights gained

The process of discussion and re-estimation continues until a consensus is reached. The goal is to align the team's estimates.

Repeat for Each Task: The process is repeated for each user story or task in the backlog.

Final Estimate: The final estimate for each user story or task is often determined by the mode or median of the estimates chosen by the team members.

Planning Poker helps mitigate individual biases and provides a collaborative and transparent way to estimate work.

It encourages discussions, helps identify potential challenges, and allows the team to make informed decisions about how much work can be taken on in a sprint or iteration in summary, Business Value focuses on the business impact and significance of tasks or features, while Complexity Points focus on the technical effort and complexity involved in implementing those tasks or features. Both concepts are valuable in project management and software development, as they help prioritize and plan work based on both business goals and technical constraints.

Question 5- Explain About Sprints.

Answer –

SPRINT: In the context of software development and project management, a sprint is a time-boxed, iterative development period during which a specific set of tasks and goals are worked on by a development team. Sprint is a core concept in Agile methodologies, such as Scrum, which emphasizes flexibility, collaboration, and delivering value to the customer in shorter cycles.

Here are the key characteristics and components of a sprint:

Time Frame: A sprint typically has a fixed duration, often ranging from 1 to 4 weeks. The duration is consistent across all sprints to provide a predictable cadence for development and planning.

Goals and Objectives: At the beginning of each sprint, the development team, along with stakeholders, selects a set of user stories, features, or tasks to work on during that sprint. These items are collectively referred to as the sprint backlog.

Planning: During sprint planning, the development team breaks down the selected items from the product backlog into smaller tasks and estimates the effort required for each task. The team commits to completing these tasks within the sprint duration.

Daily Stand-ups: Throughout the sprint, the team holds daily stand-up meetings (also known as daily scrums) to discuss progress, obstacles, and plans. Each team member shares what they've accomplished, what they're working on, and any challenges they're facing. These meetings foster communication and collaboration.

Development: The development team works on the tasks identified in the sprint backlog. They collaborate closely, often using techniques like pair programming and frequent code reviews to ensure high-quality work.

Continuous Integration: Developers integrate their code changes into the main codebase regularly, ensuring that the software remains functional and stable throughout the sprint .

Testing: Testing is an integral part of a sprint. Automated tests are run to validate code changes, and manual testing may be conducted to ensure the quality of the software.

Review and Demo: At the end of the sprint, the development team conducts a sprint review and demo. They showcase the completed work to stakeholders, gathering feedback and validation. This helps ensure that the delivered features align with expectations.

Retrospective: Following the review and demo, the team holds a sprint retrospective. They reflect on what went well during the sprint, what could be improved, and actions to take in the next sprint. The retrospective encourages continuous improvement

Incremental Development: Each sprint results in a potentially shippable product increment, meaning that at the end of each sprint, a new version of the software is available with additional features or improvements.

Adaptability: Agile methodologies emphasize adaptability and the ability to respond to changing requirements. If new priorities or insights emerge, adjustments can be made in subsequent sprints. Sprints allow development teams to iteratively deliver value to customers and stakeholders in a controlled and predictable manner. By breaking down the work into manageable chunks and continuously seeking feedback, Agile teams can enhance collaboration, reduce risk, and improve the overall quality of the software being developed.

Question 6 –Explain Product backlog and Sprint Backlog

Answer - Product Backlog and Sprint backlog: The Product Backlog is a dynamic, prioritized list of all the features, user stories, enhancements, bug fixes, and other work items that need to be addressed over the course of a project. It represents the entire scope of the product's development and is managed by the Product Owner. The Product Backlog is continually refined and updated based on feedback, changing requirements, and new insights. The Sprint Backlog is a subset of the Product Backlog that represents the work that the development team commits to completing during a specific time period called a "Sprint."

A Sprint is a fixed-duration iteration, usually lasting two to four weeks, in which the team Works on a set of items from the Product Backlog. The Sprint Back log is created during the Sprint Planning meeting, where the development team selects a set of items to work on based on their capacity and the priorities set by the Product Owner

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| --- | --- | --- |
| S.No | Product Backlog | Sprint Backlog |
| 1 | Anything that needed to accomplish the project vision | Anything that needed to fulfil the sprint goal |
| 2 | Product wner owns | Development Team Owns |
| 3 | Contains requirements, tasks, defects | A subset of product backlog items defined as a priority by the product owner |
| 4 | Every one contributes to the product catalogue | Sprint planning meeting is to refine the sprint backlog items. |
| 5 | Product backlog evolves and change will done by the PO through the product lifecycle | No Changes are all owed to the sprint backlog items sprint backlog. |
| 6 | Product backlog refinement meeting is to refine the product backlog | Sprint planning meeting is to refine the sprint backlog items. |
| 7 | Release burndown metric is used | Sprint burn down metric is used |
| 8 | Estimation is done at a user story level | Estimation is done at activity or task level |
| 9 | Daily standup meeting does not discuss product back log items | Daily standup meeting discusses the sprint backlog in accordance with sprint goal. |

Question 7 –What is Impediments log ? Write 2 impediments

Answer-Impediments Log: An impediment log, also known as an issue log or obstacle log, is a document or tool used in Agile software development to track and manage obstacles, bottlenecks, or any factors that impede the progress of a project or team.

2 Impediments:

Delivery partner shortage in a specific region

Technical issue causing intermittent order processing failure.

Delivery Partner shortage in a specific region:

|  |  |
| --- | --- |
| Login ID | 1 |
| Desciption | Delivery partner storage in specific region |
| Impact | Delays in order deliveries and increases customer satisfaction . |
| Priority | High (due to its impact on customer experience) |
| Assigned to | Operation team and HR team |
| Status | Open |
| Action Taken | The operation team is actively recruiting new delivery partners |
| Resolution | Delivery partner recruitment efforts are ongoing and the HR is streamlining the onboarding process to expedite new hires . Regular Updates are being provided in team meetings. |

Technical issues causing intermittent order processing failure

|  |  |
| --- | --- |
| Login ID | 2 |
| Description | Technical issue causing intermittent order processing failure |
| Impact | Delay in order processing and potential revenue loss |
| Priority | High (due to its impact on revenue and customer experience) |
| Assigned to | Teach team and QA team |
| Status | In Progress |
| Action Taken | The tech team has identified the root cause and is working on a fix . The QA team is conducting extensive testing to ensure the issue is resolved. |
| Resolution | The tech team has implemented a fix and conducted through testing . The issue has been resolved , and order are now processing smoothly. |

Question 8 – Explain Velocity of the team

Answer – Velocity of the Team-

Velocity refers to the measure of the amount of work a development team can completed during a sprint.

The calculation of velocity is performed by the development team itself, as they are responsible for estimating the effort required to complete each user story or backlog item.

Story point estimation: Story point estimation is a technique used in agile software development to estimate the effort required for a specific task or user story. It's a relative measure of complexity rather than a fixed time unit. Team members assign story points based on their understanding of the work involved, considering factors like complexity, effort, and uncertainty.

The actual time a story point represents can vary from team to team. For some, it might equate to hours, while for others, it might represent days. It's important to establish a consistent baseline with in the team so that story point estimates can be used effectively for planning and prioritization.

Tracking completed work: Tracking completed work in Agile development typically involves calculating the total story points completed by the team over a specific time frame, usually a sprint or iteration.

Here's how you can calculate completed work:

Identify Completed Stories: At the end of the sprint or iteration, review the user stories or tasks that were completed and accepted as done.

Sum Story Points: Add up the story points assigned to all the completed user stories. Exclude any story points that were not fully finished or accepted during the sprint.

Calculate Total Completed Work: The sum of story points completed represents the total completed work for that sprint. This completed work can be used to calculate the team's velocity for that specific sprint, as mentioned in the previous response. It provides insights into the team's capacity and helps with future sprint planning and estimation.

Summing story points: Summing story points involves adding up the numerical values assigned to individual user stories or tasks during the estimation process in Agile development. Story points are used to represent the effort, complexity, and size of a piece of work relative to other items on the backlog. Here's how you can sum story points:

List Completed User Stories: Gather a list of user stories or tasks that have been completed during a specific sprint or iteration.

Identify Story Point Values: Each user story or task should have a story point value assigned to it during the estimation process. These values are usually relative, such as 1, 2, 3, 5, 8, 13, etc., representing increasing levels of complexity or effort.

Add Up Story Point Values: Sum up the story point values for all the completed user stories or tasks. For example, if you completed user stories with story point values of 3, 5, and 8, the sum would be 16. The sum of story points provides a quantitative measure of the work completed by the team during a sprint. This sum is often used to calculate the team's velocity, which helps in future sprint planning and estimation.

Average velocity: Average velocity in Agile development refers to the average amount of work, measured in story points, that a team completes during a series of sprints or iterations. It's a key metric used for planning and estimating future work.

Here's how to calculate average velocity:

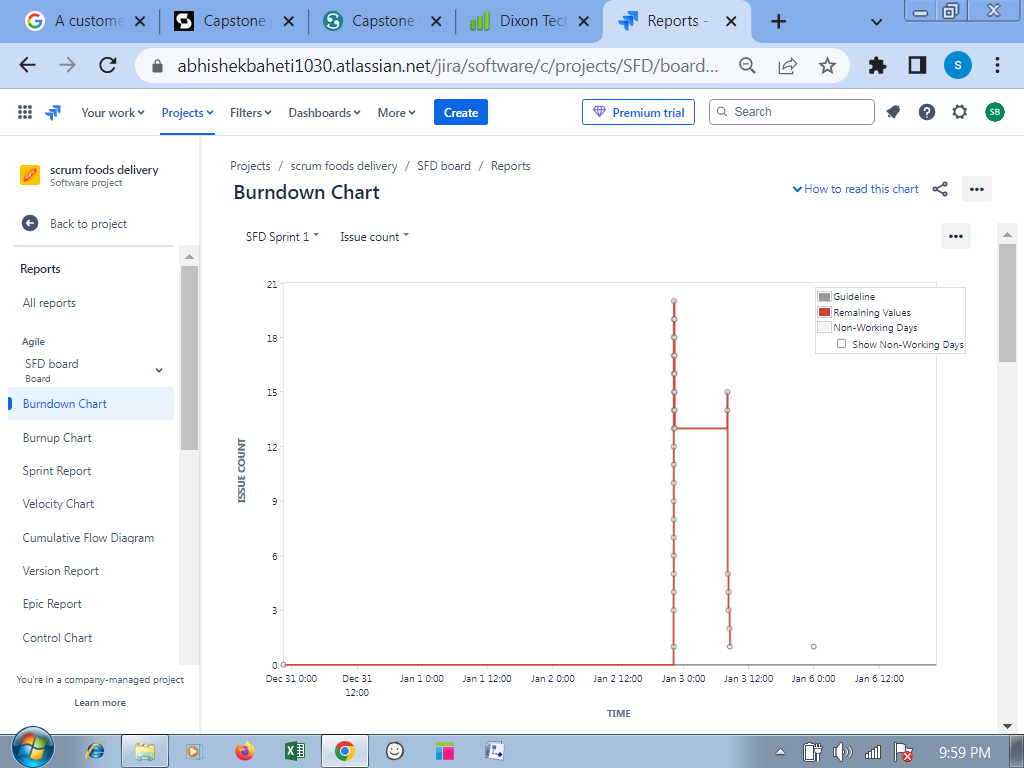
Select a Time Frame: Choose a specific number of past sprints or iterations for which you want to calculate the average velocity. For example, you might choose the last 5 sprints.

Sum Completed Story Points: Add up the total story points completed by the team in each of the selected sprints. This will give you the total completed work for the chosen time frame.

Calculate Average: Divide the total completed story points by the number of sprints or iterations you selected. This will give you the average velocity for that period.

Formula: Average Velocity = Total Completed Story Points / Number of Sprints Use for Planning: The average velocity can serve as a guideline for future sprint planning. It helps the team estimate how much work they can commit to in upcoming iterations based on their historical performance. Keep in mind that average velocity is a rough estimate and can fluctuate based on various factors. It's important to consider the team's capacity, any changes in team composition, and improvements in estimation accuracy over time.

Question 9 – Draw Sprint Burn Charts and Product Burn Down Charts.

Answer - 

Question 10 –Explain about product Grooming

Answer - Product grooming, also known as backlog grooming or refinement, is a crucial activity in Agile development that involves preparing and refining items in the product backlog to ensure they are well-understood, prioritized, and ready for development.

Let's break down the process step by step:

Setting the Context: At the beginning of the backlog grooming process, the team and relevant stakeholders come together to understand the overall goals and objectives of the project. This helps set the context for the work to be done and aligns everyone's understanding.

Backlog Review: The product owner and the development team review the items in the product backlog. This involves assessing the user stories, tasks, and other items to ensure they are accurate, up-to-date, and still relevant to the project's goals.

Prioritization: During backlog grooming, the team collaboratively prioritizes the backlog items based on their value to the product and the needs of the users or customers. This helps ensure that the most important and valuable work is addressed first.

Refinement and Estimation: In this step, the backlog items are refined to provide clear and detailed descriptions. The team breaks down user stories into smaller tasks and discusses the technical requirements. Estimation involves assigning story points or other sizing metrics to each item, indicating the relative effort needed for implementation.

Dependency Analysis: The team examines potential dependencies between backlog items. Identifying and understanding dependencies helps in planning the order of implementation and managing potential bottlenecks.

Acceptance Criteria: Well-defined acceptance criteria are established for each backlog item. These criteria outline the conditions that must be met for the item to be considered complete and ready for delivery. Clear acceptance criteria help prevent misunderstandings and ensure a shared understanding of what is expected.

Backlog Grooming Meetings: These are recurring meetings where the product owner and the development team come together to perform the activities mentioned above. These meetings often occur before sprint planning sessions to ensure that the upcoming sprint backlog is well-prepared. Backlog grooming is an iterative process that helps maintain a healthy and well-organized product backlog. It ensures that the development team always has a prioritized list of well-defined, estimated, and ready-to-develop items. This, in turn, supports the efficient planning and execution of sprints and helps the team deliver value to customers in a more predictable and effective manner.

|  |  |  |
| --- | --- | --- |
| Criteria | Product Owner | Scrum Master |
| Nature of work | Collaborates with all the stake holder and brings the vision of a product into the product backlog | Acts as a team coach and is responsible for maintaining the quality of the product |
| Responsibility | Responsible for completing project on time. Act as an intermediary between development team and the customer | Ensure the scrum frameworks followed and helps the development team create a quality product. |
| Accountability | Responsible for project backlog and the timely completion of the product and for providing updates to the clients and stakeholders | Accountable for the quality of entire project and for giving updates to the management about the completion of product |
| Reporting | Reports to top management and clients | Reports to top management about the efficiency of the team and the quality of the product |
| Qualities | Communication and leadership skills ,creativity,critical thinking and a sharp mind are key assets for any product owner | Thorough knowledge of scrum theory and practices. Being able to lead the team but without the sense of authority |

Question 12 –

Answer - All the meetings in scrum project

Sprint Planning: This meeting kicks off each sprint, which is a time-boxed iteration of work, usually spanning 2-4 weeks. During this meeting, the Scrum team, including the Product Owner, Scrum Master, and Development Team, collaborates to determine which backlog items (user stories, features, etc.) will be worked on in the upcoming sprint. The team also breaks down these items into tasks and estimates the effort required.

Daily Stand-up (Daily Scrum): Held daily during the sprint, this short meeting aims to facilitate quick and focused communication among team members. Each team member answers three key questions: What did I accomplish since the last stand-up? What will I work on until the next stand-up? Are there any obstacles or impediments in my way? This meeting helps keep everyone aligned and informed about the progress and challenges.

Sprint Review: At the end of each sprint, the team holds a review meeting to showcase the work completed during the sprint to stakeholders, customers, and the Product Owner. The team demonstrates the potentially shippable product increment and gathers feedback. Based on this feedback, the Product Owner can update the backlog. Sprint Retrospective: Also held at the end of each sprint, the retrospective is a dedicated time for the team to reflect on their processes and practices. The team discusses what went well, what could be improved, and any potential change they'd like to make in the next sprint to enhance their efficiency and effectiveness.

Backlog Refinement (Grooming): While not officially part of the Scrum events, backlog refinement is an important ongoing activity. During these sessions, the team and the Product Owner review and refine backlog items, adding details, clarifications, and estimates to make them ready for inclusion in future sprints.

Product Backlog Refinement: This meeting focuses on refining the product backlog items. The team and the Product Owner discuss and clarify requirements, priorities, and any changes needed in the backlog items. This ensures that the backlog is well-prepared for upcoming sprints.

Release planning: This meeting occurs at the start of the project or major release and involves the product owner, development team, and stakeholders. It aims to discuss and plan the high level scope, timeline, and goals for the project.

Ad hoc meetings: These meetings may be schedules as needed to address specific topics or issues, such as resolving impediments, discuss technical challenges, or conducting additional planning or collaboration sessions.

Question 13 – Explain Sprint Size and Scrum Size –

Answer - Sprint Size: In Scrum, a "sprint" is a time-boxed iteration during which the development team works to deliver a potentially shippable product increment. The length of a sprint is referred to as the "sprint duration" and is usually fixed throughout the project. Common sprint durations are 1 to 4 weeks. The choice of sprint duration depends on factors such as team velocity, project complexity, and business needs. A shorter sprint encourages more frequent opportunities for feedback and adaptation, while a longer sprint provides more time for development.

Scrum size

The Scrum team size refers to the number of individuals who collectively contribute to the development of the product. A Scrum team consists of three key roles: the Product Owner, the Scrum Master, and the Development Team. The Development Team, in particular, is responsible for creating the product increment. Scrum recommends that the Development Team size be kept small, typically between 3 to 9members, to facilitate effective communication, collaboration, and decision-making.

Question 14- Explain DOR and DOD.

Answer – DOR (Definition of Ready):

The Definition of Ready outlines the criteria that a product backlog item (user story, feature, task, etc.) should meet before it is considered ready to be taken into a sprint for development. The DOR ensures that the item is well-defined, understood, and prepared for efficient development.

The specific criteria in the DOR can vary from team to team, but commonly include elements such as:

Clear description and acceptance criteria: The item's requirements are clearly stated, and the conditions for its successful completion are well-defined.

Dependencies identified: Any dependencies on external factors, teams, or resources are identified and addressed

Estimable: The team has enough information to provide a reasonable estimate of the effort required.

Testable: It's possible to determine whether the item has been successfully implemented through testing.

Minimal ambiguity: The item's details are clear, and any uncertainties are Resolved.

Definition of Done (DOD)

The Definition of Done outlines the criteria that must be met for a product increment or backlog item to be considered complete and potentially shippable. The DOD ensures that the team maintains a consistent level of quality and completeness in their work. The specific criteria in the DOD can vary based on the team's standards, the nature of the project, and the industry, but commonly include elements such as: Code complete:

All development work is finished, including coding, testing, and integration.

Peer-reviewed: Code has been reviewed by other team members for quality and adherence to coding standards.

Automated tests passed: Automated tests (unit tests, integration tests etc.) have been successfully executed and passed.

Functional requirements met: The item meets all specified acceptance criteria and functional requirements.

Documentation updated: Any necessary documentation, user guides, or technical documentation has been updated.

Question 15 – Explain Prioritization techniques and MVP

Answer - Prioritization TechniquesPrioritization techniques are methods used to determine the order in which tasks, features, or items should be addressed in a project. These techniques help teams allocate resources effectively and focus on delivering the most valuable work first. Some common prioritization techniques include: MOSCOW: This technique categorizes items into Must have, should have, could have, and won't have categories. It helps clarify essential features from those that are optional or lower priority.

Weighted Shortest Job First (WSJF): WSJF assigns a priority score to each item based on factors like business value, time sensitivity, and risk. Items with higher scores are considered more important to work on.

Kano Model: This model categorizes features into Basic Needs, Performance Needs, and Delighters. It helps prioritize based on how features impact user satisfaction.

Value vs. Effort Matrix: Items are plotted on a matrix based on their potential value and effort required. This helps identify quick wins and high-value tasks. Relative Prioritization

Teams compare items pairwise to determine which is more important. This helps create a relative ranking of items.

Buy a Feature: Stakeholders are given a budget to 'buy' features, which helps prioritize features based on how much value they see in them Prioritization Techniques:

Minimum Viable Product (MVP): An MVP is the smallest version of a product that includes just enough features to provide value to early adopters and gather feedback. The MVP approach helps validate assumptions, learn from users, and iteratively build upon a product’s foundation. It involves:

Core Functionality: An MVP focuses on delivering the core functionalities that address the primary needs or pain points of the target users.

Minimal Features: The MVP omits non-essential features to avoid unnecessary complexity and expedite development.

Testing Hypotheses: The MVP tests assumptions and hypotheses about user behavior, market demand, and product viability.

Iterative Development: Based on user feedback, the product is refined and expanded in subsequent iterations, gradually adding more features.

Early Value: The MVP allows the product to be released faster, gaining valuable Insights and attracting early adopters.

Question 16- Difference between Business Analyst and Product Owner –

Answer -

|  |  |  |
| --- | --- | --- |
| Aspect | Business Analyst | Product Owner |
| Role Focus | Understanding business needs process and requirement | Define prioritize and convey requirement for the product |
| Requirement Gathering | Gather and documented detailed business requirements | Creates user stories and define product features |
| Problem solving | Identifies problems, in efficiencies and Suggest improvements | Drives the product visions , strategy and value proposition |
| Communication | Act as a liaison B/w stake holder and development team | Collaborate with stakeholder , customer and development team |
| Documentation | Creates documentation of business rules , work flow and requirement | Manage the product backlog and maintain clear user stories. |
| Scope Definition | Helps define scope of the project based on business needs | Define the product feature and enhancement |
| Vision and strategy | Focus specific project or process improvement | Has a holistic vision for product backlog items |
| Prioritization | Does not have primary role in prioritizing feature | Prioritize features based on business needs customers values and market trends. |
| Decision Making | Provide inputs but not responsible for finalproduct decision | Make final decision on product features, enhancement and priorities |
| Iterative Development | May or may not involves in interative development lifecycle | Activeli paryicipate in sprint planning , review and retrospectives |
| Collaboration | Collaboration with stake holder and development team | Collaborate closely with the stakeholder customer and development team |
| Acceptance | Ensure business requirement met | Ensure user story met the acceptance criteria and align with product vision |
| Leadership and strategy | Focus on tactical solution and improvement | Focus on strategic leadership and product direction |
| Continuous improvement | Contributes to process improvement and business efficiency | Incorporates feedback for ongoing product enhancement. |

Question 17 - Resume Building.

**Shubham Baheti**

**Product Owner**

+917385567145 [bahetishubhamp@gmail.com](mailto:bahetishubhamp@gmail.com)

**Summary**

Experienced Product Owner with demonstrated history of working on transformative initiatives and achieving results. Proven track record of leadership skills with inability to develop high-performing team and team members.

* Multi-sector product expertise, with experience working with users across publishing, financial, technical, and consumer sectors.
* Proficient at leveraging key data from stakeholder through guided workshop on micro.
* Dedicated to meeting and exceeding expectation for product launches and sprint updates.
* Expertise in executive A/B testing and drafting Technical user stories for product development.

**EMPLOYMENT HISTORY**

**Product Owner**

Steam global service, Mumbai 2018 – 2021

* Facilitated project meetings to capture testing and project updates within credit risk reporting processes.
* Created project plans/timelines in Microsoft Projects, resolved issues to promote efficient and successful project releases across multiple teams.
* Led multiple tasks to implement best practices by documenting, tracking end-to-end life cycle review and signoff processes.
* Collaborated closely with technology, business partners to develop business requirement documents, and test scripts during multiple release phases.

**Product Owner**

Crowd strike, Pune 2015 – 2018

* Provided roadmap baseline, prioritized projects, implemented requirements change control, and synchronized cross functional teams.
* Provided market analysis, design recommendations.
* Managed Quarterly releases of the product, supported strategic planning, designing, and delivering new features within the product.
* Oversaw the product team and guided them on issues related to product development.
* Served as liaison between customers and multiple teams to establish business requirements and create functional specifications.

**EDUCATION**

Bachelor of Engineering, Electronics and Communications | University of Mumbai

SKILLS

* User-Centered Design Processes
* Design Quality Standards
* User Validation
* Product Roadmap
* Product Design Methodologies
* Agile and Scrum COURSES
* Certified Scrum Product Owner at IIBA
* Certified Product Owner at AIPMM

**LANGUAGES**

English | Hindi

**EXTRACURRICULAR ACTIVITIES**

**Volunteering**

Volunteer once a month as clothes intake assistant at Goodwill.

**Blood Donation**

Donated blood at the blood donation camp organized by the lion’s club